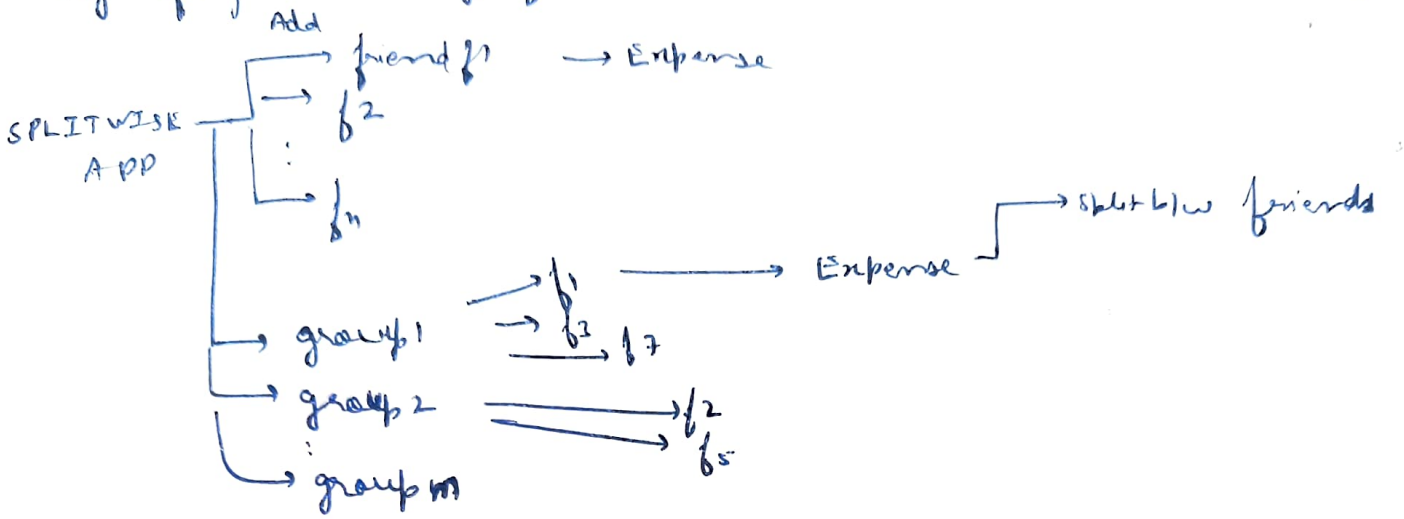
Splitwise Design

→ Add Expense
  ↳ Split between Friends

STEP I

Requirement Gathering

(By defining the happy flow of problem, we gather requirements)



After defining the happy flow, we gather requirements

Requirements

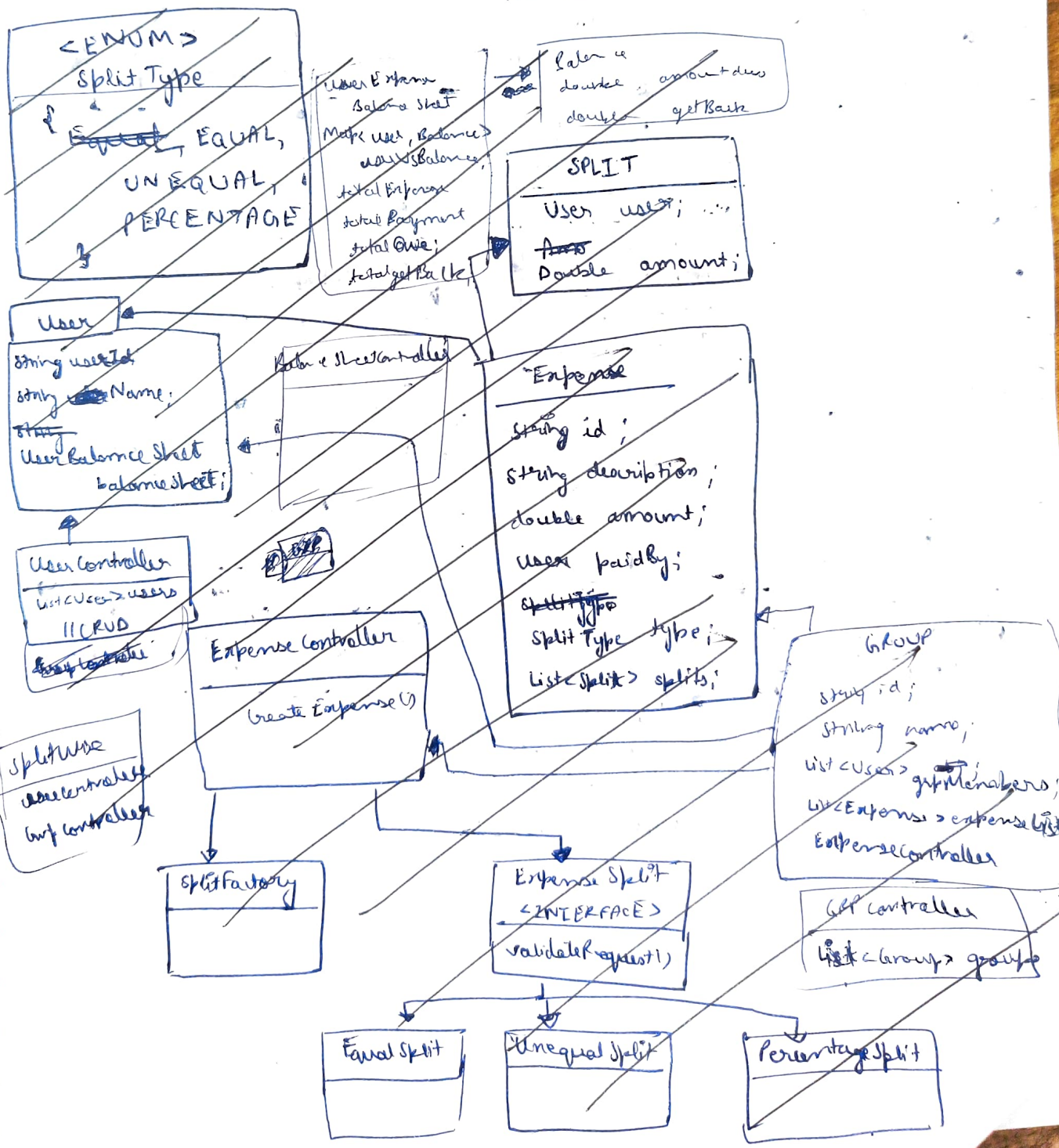
1. Add friends capability
2. Add / ~~[illegible]~~ manage group
3. Add friend inside a group
4. Manage Expense inside a group & without a group
5. Split Expenses capability
   - Ask question → Equal Split
   - → Unequal Split
   - → % wise Split
6. Balance Sheet of Each user

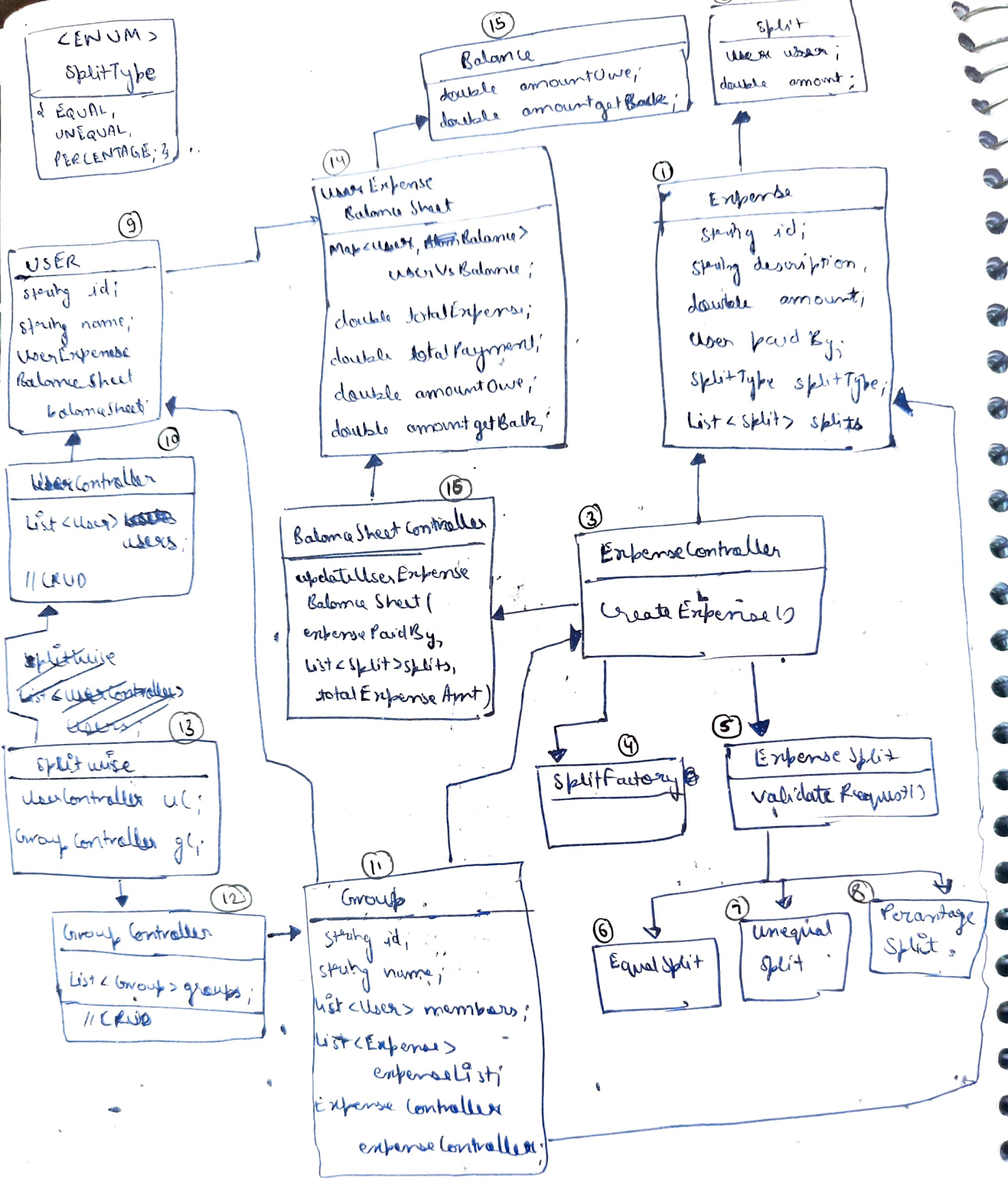
STEP II Object Identification

1. Splitwise
2. User
3. Group
4. Expense
5. Split ??
6. BalanceSheet

STEP III UML Diagram (Bottom Up Approach)

Split → will have User & Money.
For each expense we will have List<Split> which will contain details of the transaction.
We will add a controller to manage Expense





* Added the order in which we have created the classes.